WORLD TOUR SOCCER 2006

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 system, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your system and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 systems with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

World Tour Soccer Tips and Hints

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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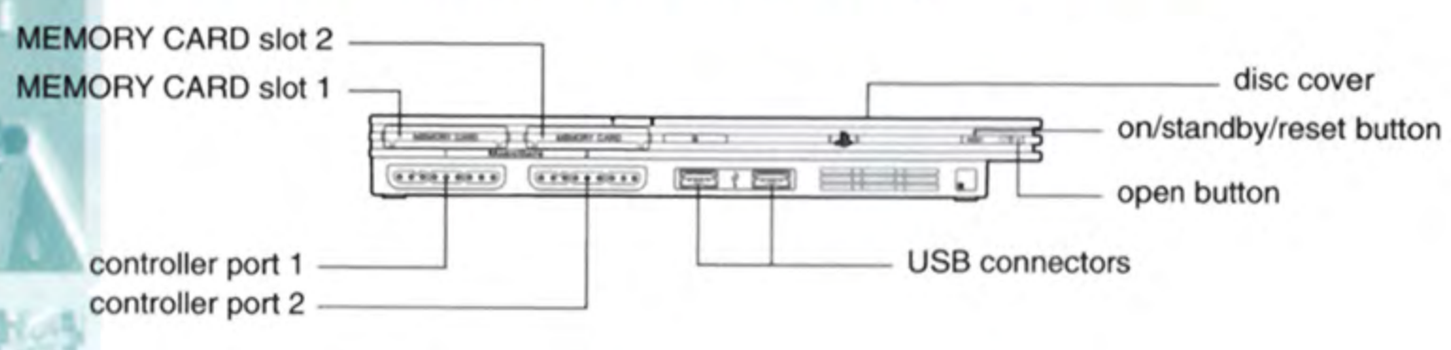
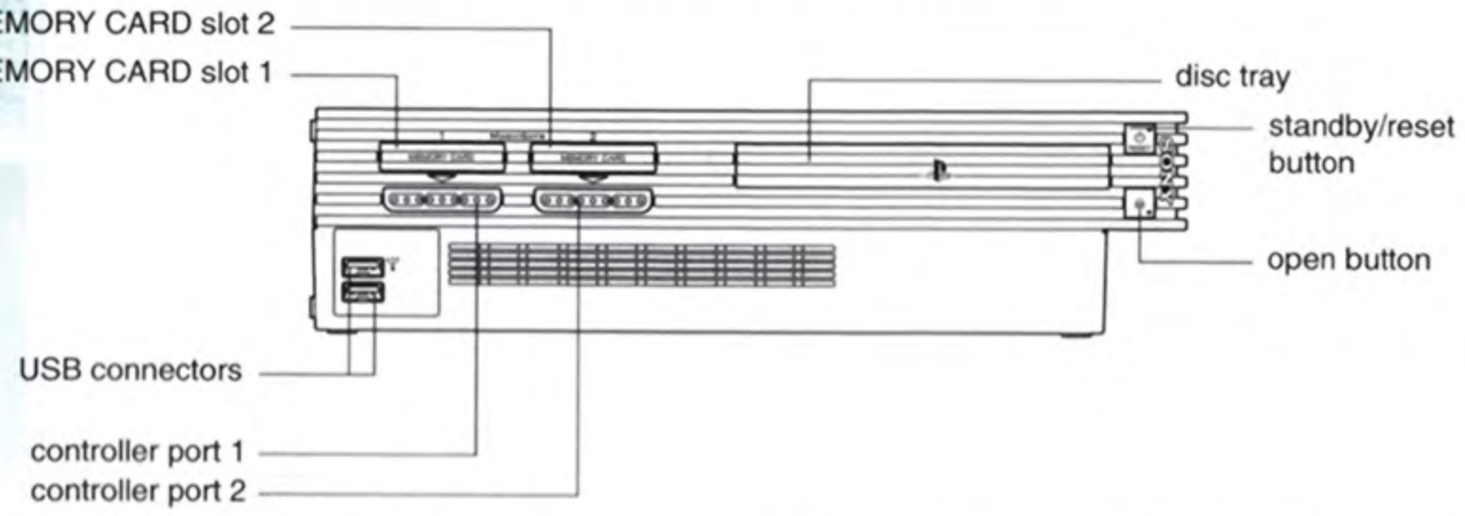
GETTING STARTED

PlayStation®2 computer entertainment system (slim):



PlayStation®2 computer entertainment system (original):



Set up your PlayStation®2 system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the system) is turned OFF. Attach game controllers and other peripherals as appropriate BEFORE you turn your system ON. It is advised that you do not insert or remove accessories once the power is turned ON.

When you are ready, turn the system ON at the MAIN POWER switch and press the (standby)/RESET button. When the (standby) indicator lights up green, press the (open) button to open the disc tray. Place the World Tour Soccer 2006 disc on the disc tray with the label side facing up. Press the (open) button again to close the disc tray. Finally, press the (standby)/RESET button again to load the game and commence play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development.

Screenshots for this manual have been taken from pre-completion screens and may differ slightly from those in the finished game.

EYETOY™ USB CAMERA (FOR PLAYSTATION®2)

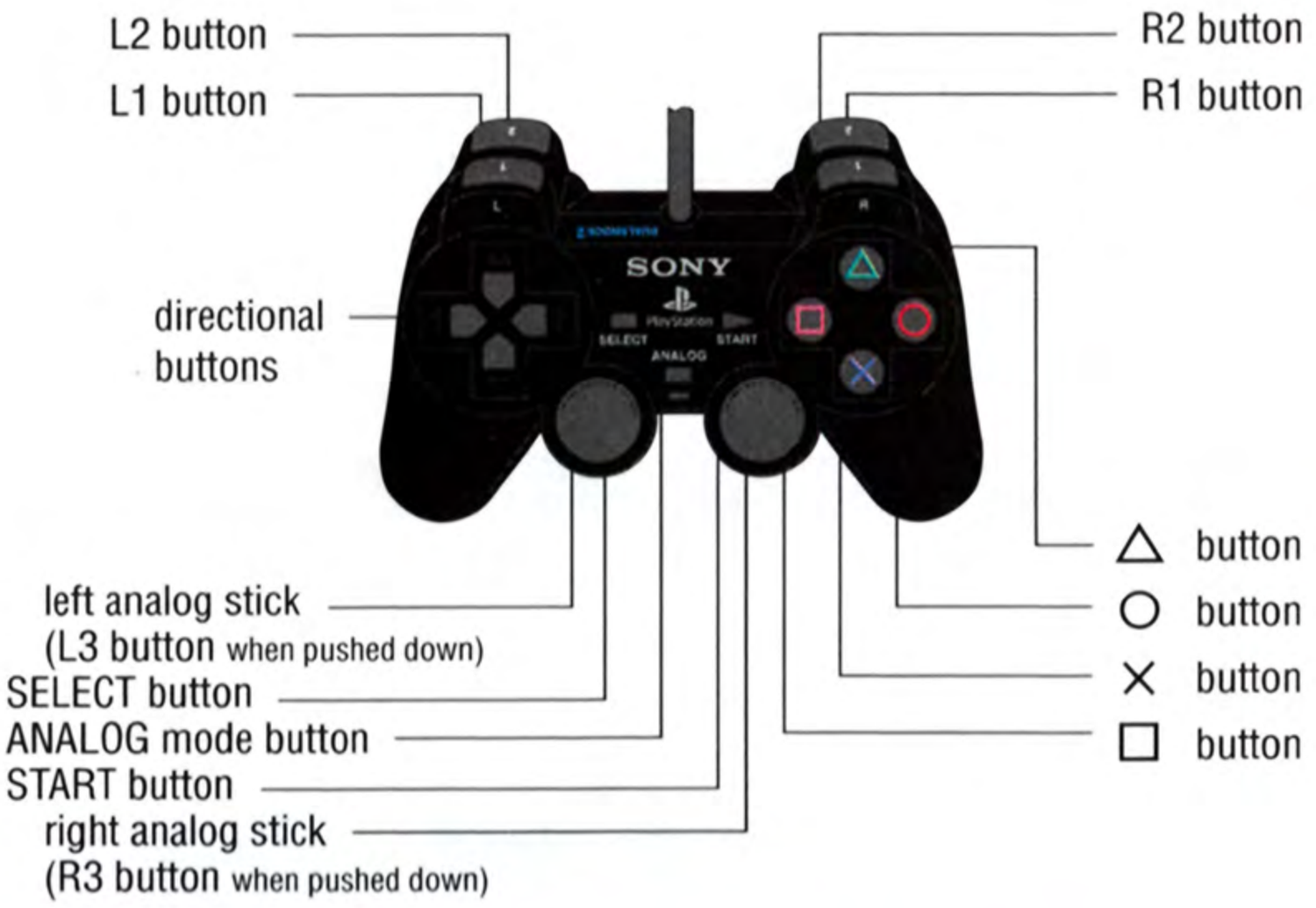
PLEASE NOTE: in this manual, the term "EyeToy™ USB camera" is used to describe the EyeToy™ USB camera (for PlayStation®2).

Holding the USB connector for the EyeToy™ USB camera with the USB symbol facing up, securely insert the USB connector into either the upper or lower USB connector on the front of the PlayStation®2 system. The LED power indicator on the front of the camera will light up BLUE to indicate that the EyeToy™ USB camera is now ready to use.

Place the EyeToy™ USB camera on top of or immediately below your television and stand back between 5 and 7 feet. To focus the image on the screen, rotate the manual focus ring on the front of the camera. To center the player's image on the screen, hold the camera base steady and gently tilt the camera body.

GETTING STARTED

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MEMORY CARD (8MB)(FOR PLAYSTATION®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB)(for PlayStation®2). Memory Cards designed for use with the PlayStation® format software are not compatible with this game.

• *Saving Data*

You must insert a Memory Card before a file can be saved or loaded. World Tour Soccer 2006 saves user-defined options and all data for competitions, settings, rosters, and records. The data that you attempt to save will determine the amount of memory needed to perform the save successfully. If an attempted save requires more memory than your Memory Card has available, you can insert a different Memory Card with available memory space or delete existing files from the current Memory Card to create more free space. If you do not use a Memory Card, all World Tour Soccer 2006 data will be lost when you turn OFF your PlayStation®2 system.

• *Auto saving*

Upon boot-up, if you have a Memory Card inserted, you will be asked if you want to create a save file. If a save file is created, the first time a change is made to settings or game progress, you will be asked if you want to turn the AutoSave feature ON. Turned ON, AutoSave will automatically save changes to settings and game progress as they occur. Turned OFF, you will have to manually save any changes to the Memory Card by selecting "Save Changes" from the menu screens.

You can create or load a save file from the Memory Card screen of the Options Menu if you choose not to do so at the start of the game. AutoSave can also be turned ON/OFF from this menu. Once a save file is created, you will be brought to the Main Menu.

GAME CONTROLS

Unless otherwise stated, you can use the left analog stick to control any aspect of the game where you would use the directional buttons ↑ / ↓ / ← / →.

There are two control configurations for World Tour Soccer 2006. From the Controller screen, you can press L2 / R2 to select a configuration of WTS1 or WTS2. The default configuration for the game is WTS1.

GENERAL CONTROLS

	WTS1	WTS2
Player Movement	↑, ↓, ←, → or left analog stick	↑, ↓, ←, → or left analog stick
Sprint	R1	R1
Pause	START	START
Strategy Select	right analog stick ←/→	right analog stick ←/→
Formulation Select	right analog stick ↑/↓	right analog stick ↑/↓
Switch Player	⊗	L1

OFFENSE

	WTS1	WTS2
Shoot	○	□
Short Pass	⊗	⊗
Aerial Pass	□ (hold)	○ (hold)
Throw ball	△	△
Knock Ahead	R1 (tap)	R1 (tap)
Deliberate Dive	R2	R2
Step Over	L1 (hold)	L1 (hold)
Spin	L1 (tap)	L1 (tap)
Shimmy with Knock Ahead	L2 (hold)	L2 (hold)
Shimmy with Close Control	L2 (tap)	L2 (tap)
One-Two Ground Pass	⊗ then △	⊗ then △
One-Two Aerial Pass	⊗ then □	⊗ then ○
Give and Go Ground Pass	⊗ then hold △ then release △	⊗ then hold △ then release △
Give and Go Aerial Pass	⊗ then hold □ then release □	⊗ then hold ○ then release ○
Volleyed Aerial Pass	□ (hold)	○ (hold)
Header or Volleyed Short Pass	⊗	⊗
Header or Volleyed Shot	○	□
Cancel a Move	R3	R3

GAME CONTROLS

DEFENSE

	WTS1	WTS2
Defensive Clearance	○	□
Player Movement	↑, ↓, ←, →	↑, ↓, ←, →
Block Tackle	○	✕
Hook Tackle	□	○
Slide Tackle	△	□
Deliberate Foul	R2	R2
Teammate Assist	L1	L2
Rush Out (goalie)	L2	△

SET PIECE CONTROLS

Controller configurations for set pieces are the same for both WTS1 and WTS2.

Goal Kicks
- Kick Ball Long ..... □
- Pass Ball to Defender ..... ✕
- Initiate Icon Passing L2
- Change Zones for Icon Passing R2
- Camera Zoom R1

Corner and Free Kicks
- Kick Ball ..... □
- Pass Ball to Teammate ..... ✕
- Initiate Icon Passing L2
- Change Zones for Icon Passing R2
- Camera Zoom R1
- Shoot Ball ..... ○

Defending Free Kicks
- Move Wall Right R2
- Move Wall Left L2
- Move Wall Jump L1

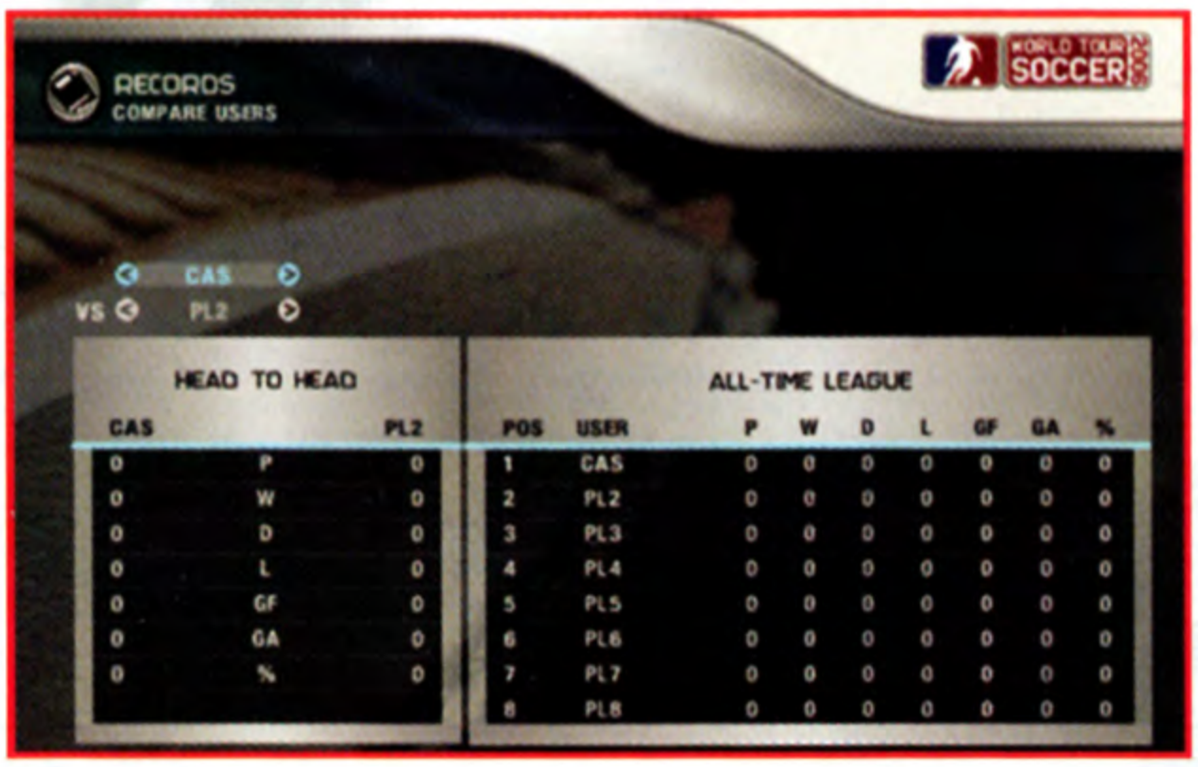
Throw In
- Roll/Throw Ball Short ..... ✕
- Throw Ball Long ..... □

PLAYING THE GAME

RECORDS

User Records track the stats of teams that you control. By creating and assigning user names to your team, as you play each game, stats (e.g., wins, losses, etc.) will be tracked and attached to your user name. In multi-player games, stats will be kept for each team controlled by a user and assigned a user record name. At the completion of a competition, you can view the stats for every user record name assigned to a controller from the Compare Users screen.

Before you begin play, edit up to eight user record names from the Records screen. See Records on page 24 for more information.



GAME STRATEGIES AND FORMATIONS

Game Strategies and Formations set the offensive and defensive playing style of your team. During the game, you can adjust to the play of your opponent on the fly by setting new formations and strategies.

BALANCED

PUSH DOWN WINGS

PUSH DOWN CENTER

COUNTER ATTACK

ALL OUT ATTACK

ALL OUT DEFEND

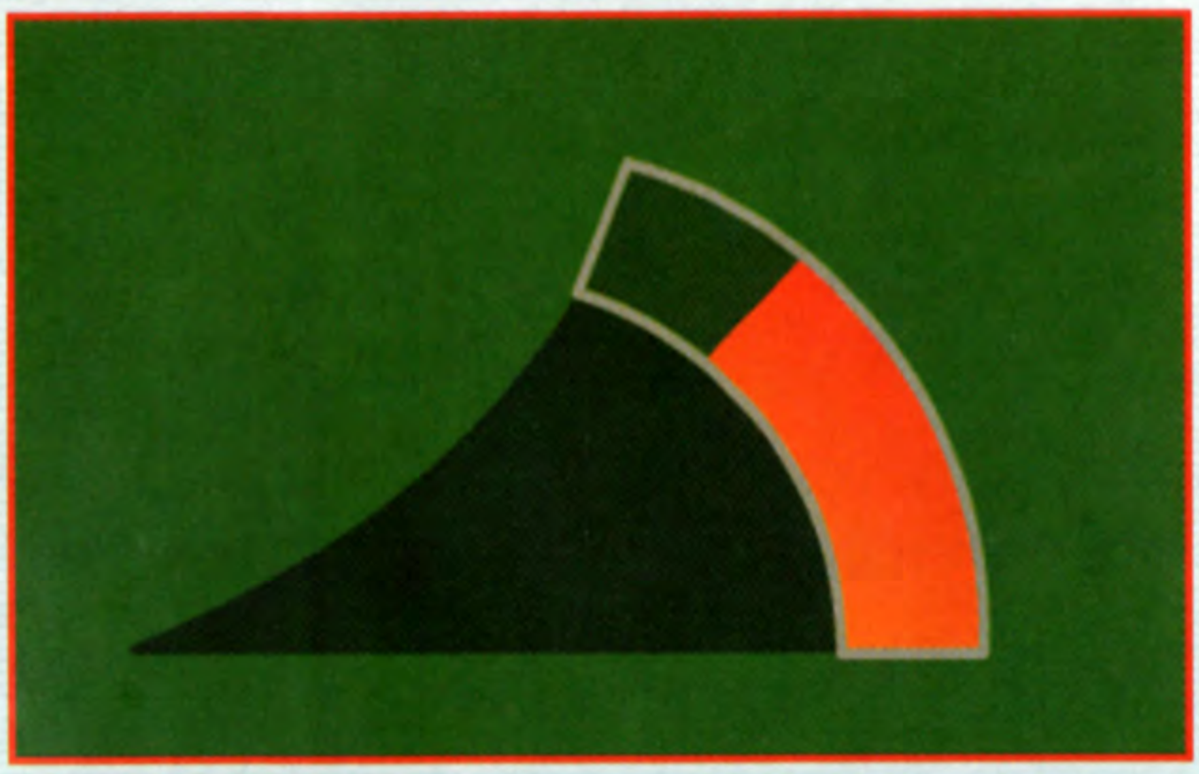
PLAYING THE GAME

As you change Strategies and Formations, their respective symbols will be shown to the left of the Radar screen at the bottom of the main game screen. The Radar screen will also show the movement of the players on the field.

SHOOTING

After the ball is kicked, push the left analog stick ⬆/⬇ to apply curve to the ball flight.

You can control the exact height of your shot by using the shooting system. When you press and hold ◉ to shoot, you will activate a Shot Meter. The longer you hold down ◉, the higher the gauge on the meter will rise – the height of the gauge will determine the height of your shot. The direction of your shot will be determined by the direction your player is facing, or you can push the left analog stick ⬅/➡ to aim your shot in a specific direction. Tapping ◉ will result in a shot along the ground.

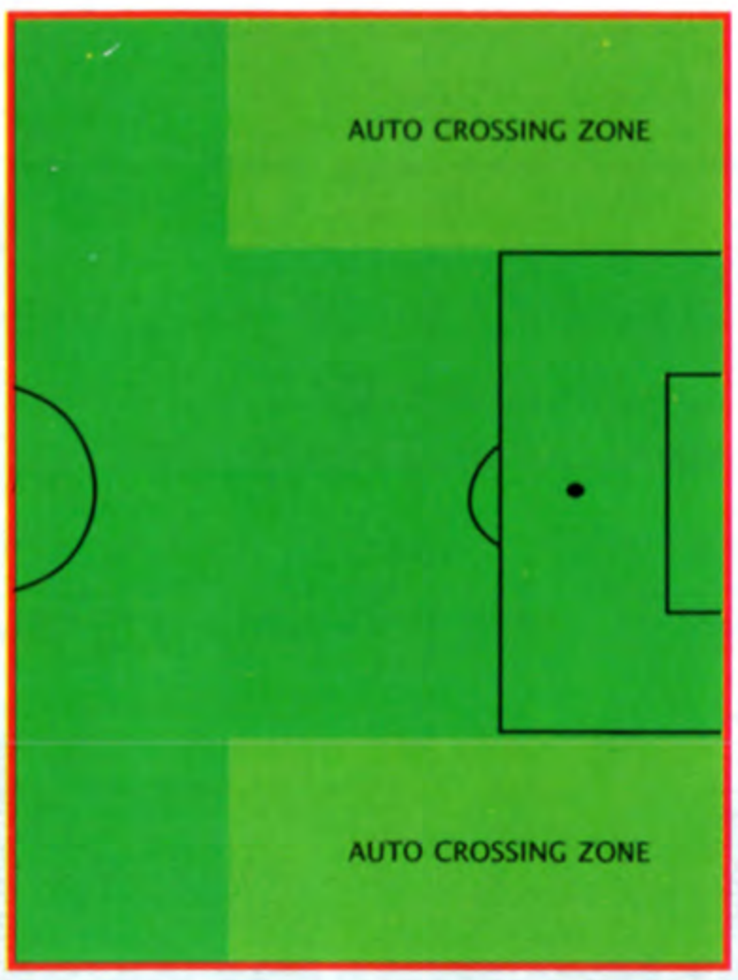


PLAYING THE GAME

AUTO CROSSING

On offense while in the crossing zone of your opponent, you can pass or "cross" the ball into the center with a flighted pass. When your player is in a crossing zone, as indicated by the diagram below, the icon under your player will change from a solid circle to an outline of a circle. Crosses automatically curve to direct the pass to an open teammate. You can also force the curve of a cross by pushing the left analog stick in one of the following directions:

Push away from the goal	Curve the ball away from the goal
Push towards the opposite goal	Low driven cross good for volleys or diving headers
Push down	High looping cross good for headers or overhead kicks
Push down towards the goal	Curl the ball towards the goal



SET PIECE CONTROLS

There are two ways to control throw-ins, goal kicks, corner kicks, and free kicks – Directional Arrow Passing and Icon Passing. Toggle between the Directional Arrow Passing system and the Icon Passing system by pressing L2.

PLAYING THE GAME

• Directional Arrow Passing

Directional Arrow Passing uses an arrow on the screen to direct your pass or shot. The arrow is also used as a meter to generate power. Push the left analog stick ⬅/ ➡ to point toward a location of the field and then press and hold ◯ or □ to start the Power Meter. The arrow will begin to fill as more power is generated. The more power that is generated the stronger the shot or pass. To shoot or pass the ball, release ◯ or □. To pass the ball to a teammate along the ground press ✕.

You can add curve to a flighted shot or pass by pushing the left analog stick ⬅/➡ while the Shot Meter fills with power. Once the ball is put in play, it will curve. If you push the left analog stick ⬆, the ball will dip.

• Icon Passing

The Icon Passing system allows you to pass the ball to a location on the field. Button icons that correspond with the buttons on your controller will appear in different zones of the field. Teammates that are located near or within each zone are your targets for the pass. Press ✕, □, △, or ◯ to kick towards a player or zone. To retrieve the pass, you can direct a teammate within the selected zone to run for the pass by pushing the left analog stick in any direction and then pressing the corresponding icon button on your controller to pass the ball.

NOTE: Press **R2** to change zone locations on the field.

PLAYING THE GAME

• Penalty Shots

During penalty shots an Accuracy Meter will be shown on the screen that will determine the accuracy of your shot. For a perfect shot on goal, you must press ◉ to stop the moving gauge within the center (accuracy zone) of the meter. If you shoot when the gauge is outside of the accuracy zone, your kick will miss the net. The speed of the bar within the accuracy meter and the size of the accuracy zone will be different for each player based on his composure and Shooting Accuracy ratings.

Shown below are the five areas in which you can aim your penalty shot. Press and hold each of the directional button combinations to aim your shot.

ZONE 1 ↑ + ← or ←	ZONE 5 ↑ + ↓ or no direction	ZONE 3 ↑ + → or →
ZONE 2 ↓ + ←		ZONE 4 ↓ + →

• Defending Penalty Shots

To block a penalty shot, press ⊗ for your goalie to dive while pushing the left analog stick or pressing the directional buttons ←/→/↑/↓ to choose a direction. Not pressing a direction or pressing ↑/↓ will keep the goalie in place to guard Zone 5.

Before the kick, press ←/→ to move your goalkeeper along the goal line to distract the kicker.

PAUSE MENU

Press START during a match to pause the game. Options in the Pause Menu allow you to make additional changes to your game setup. Items not shown here are described under Options on page 22.

• *Continue Match*

Return and play the current game where it was paused.

• *Replay*

Replay the latest possession from a variety of camera angles using the on-screen replay controls.

• *Match Stats*

View the current stats of the match as it is being played.

• *Team Management*

Edit your lineup, formations, and player roles during the match. See Team Management on page 14 for more information.

• *Controller*

Change teams, reassign a user record name, or select a different controller configuration.

NOTE: Records will not be recorded if you switch teams or reassign controllers during a match.

• *Restart Match*

You can restart a current match of Exhibition games only. If a match is restarted during a second leg, only the second leg will be restarted.

• *Quit Match*

Quits the current match. If you quit a match during a Season or competition, you will forfeit the game. If you quit the first leg of a two-legged Exhibition match, you will not be able to play the second leg. In a competition, quitting or simulating the first leg of two-legged fixture (e.g., semi-final rounds of Cup competition) will result in your team losing by ten goals. Quitting the second leg of a two-legged fixture will result in you losing the second match by enough goals to lose the fixture by one goal.

[redacted] GAME SETUP

TEAM SELECTION

Choose a team from hundreds around the world that include International, Club, and Special team categories. Special teams consist of Custom (created by you and saved to a Memory Card (8MB)(for PlayStation®2)), School, Semi-Professional, and Timewarp Club. You can also choose teams from the Favorites category, which are the ten teams that you have most recently used. When you have selected a team category, press ⊗ to enter the team grid and select a team. Once teams are selected for home and away, you can choose uniform styles for the match.

ASSIGN CONTROLLERS

From the Assign Controllers screen you can choose a team to control for the match. In Exhibition mode, you will automatically represent the home team. To change teams, press ←/→. In competition modes, you can only play on human-controlled teams. To feel the physical effects of the game as you play, press ◉ to turn ON the controller vibration feature.

With the use of a Multitap, up to eight users can play World Tour Soccer 2006 on one team or a combination of eight users on two teams.

You can also choose an Automatic or Manual player switching mode for the match. An Automatic setting will always switch your control to the player closest to the ball. To get closest to the ball using the Manual setting, you will need to press ⊗ during gameplay. Press L1/R1 to choose a User Record name for the match. You can customize User Record names and then use them to keep track of game statistics for teams and players that you control. See User Records on page 24 for more information. Press L2/R2 to choose a controller configuration of WTS1 or WTS2. See page 6 to view a complete set of game controls.

TEAM MANAGEMENT

Edit your team's lineup, formations, player roles, and default strategy before the match. Formations and strategies can be changed on the fly during gameplay by pushing the right analog stick ↑/↓ for formations and ←/→ for strategies.

• Edit Lineup

The first eleven players shown on the player list are your starters. The players listed next (shown in orange) are those on the bench that can be substituted into the starting lineup during a match. The number of players on the bench will depend on the competition. Players listed below the bench players are inactive for the match.

You can edit your lineup by substituting bench or inactive players into the starting lineup. You can also edit the player positions of your starters. To make a player substitution or position change, highlight a player and press ⊗ to tag him, then highlight a different player and press ⊗ again. Both players will be moved to their new locations on the team roster. During the game you will use this process to perform substitutions. During a Cup you will not be allowed to place banned or injured players in the starting lineup or on the substitute's bench.

• Player Attributes

Along with each player name on the roster will be a player rating that determines his overall ability. This rating is a compilation of many player attributes that can be accessed by highlighting a player name and pressing ▣. To compare player attributes, press ⬆/⬇ to select a different player on the roster and his attribute numbers will also be displayed.

• Edit Formation

Formations, made up of three lines that include defense, midfielders, and attackers, can be customized to utilize team strategies. As you make formation and line edits, watch the mini-field simulation screen to make sure you like the new look of your formation.

GAME SETUP

• Default Strategy

The Default Strategy is the gameplay strategy used at the start of your match. Strategies determine the type of offensive and defensive style of play. See Game Strategies on page 8 for more information.

• Edit Player Roles

Player Roles can be edited for your team specialists such as captain, free kicker, penalty kicker, and corner kicker. Your best players should handle these assignments. To change Player Roles, highlight a specialist and press ⊗ to bring up the team roster. Select a new player and press ⊗ to make the change.

> *Player Roles can only be assigned to starting players or those currently on the field during a match.*

EXHIBITION MATCH

Exhibitions are one-match formats that can be played with any two teams.

• Exhibition Match Setup

Difficulty

The difficulty level determines the skill level of your players. Choose the Master Class level for the most advanced and realistic gameplay.

Extra Time Format

If your match ends in a tie, an Extra Time period will be played to determine the winner.

Normal

Extra Time consists of two fifteen-minute halves and is played in its entirety. The team with the most goals at the end of Extra Time is the winner. If the game is still tied after Extra Time, a Best-of-5 Penalty Shootout will take place. The team that scores the most goals in the shootout wins. If the score remains tied, the match will enter sudden death in which the teams will alternate penalty shots until the first goal is scored. The first team to score wins.

Golden Goal

The winner is the team that scores the first goal during Extra Time. If the game is still tied after Extra Time, there is a shootout in which each team gets 5 penalty shots. If the score remains tied, the match will enter sudden death in which the teams will alternate penalty shots until the first goal is scored. The first team to score wins.

Silver Goal

The team that scores the most goals during the first half of Extra Time is the winner. If the score remains tied at the end of the first half, the second half is played. If the score remains tied after the second half, a Best-of-5 Penalty Shootout will take place. If the score remains

tied, the match will enter sudden death in which the teams will alternate penalty shots until the first goal is scored. The first team to score wins.

Penalties

Use this option to determine whether penalties will be called during the match.

Second Leg

Adding a Second Leg changes your one-game match to a two-game match. After both matches are played, the scores from both will be added to determine the winner.

Yellow/Red Cards

Choose whether the referees will use yellow or red cards to determine the severity of fouls, which can lead to player ejections. If a player receives two separate yellow cards or one red card for fouls, he will get ejected from the match. When a player gets ejected, his team will have to finish the match shorthanded.

Offsides

A player is offsides when he is nearer to his opponent's goal line than both the ball and the second to last opponent. While playing the game, small arrows on the game screen will show the location of your teammates not visible on the screen. Flashing arrows are players that are offsides.

Injuries

Set whether injuries occur during a match. Injuries can result in players missing multiple games.

Stadium/Time of Day/Weather

Customize a match by choosing a stadium, a match time (i.e., night or day), and the weather conditions.

[redacted] COMPETITIONS

NEW CUP

Tournaments include 7 International Cups, a Timewarp Club Cup, which features 20 teams from five different decades, and a Custom Cup. Creating a Custom Cup, you can customize the entire Cup format. Your ability to alter the format of the other competitions will be based on the Cup type. In World Tournament, Asia Cup, and Euro Cup tournaments, you choose if it will include qualification group stages before semi and final rounds. If you qualify in the group stages, you will enter the semi and final round.

You can setup some Cups to include additional human teams so you can play matches for more than one team.

• Human and CPU Teams

When choosing your teams for a Cup, you will be selecting human teams first. For some Cups, you can also choose CPU teams. You can clear and add as many of the CPU teams as you like. You can also randomly fill CPU teams by pressing ■. All team slots must be filled with human and CPU controlled teams before you can play. When you move to the Edit Cup Screen, you can rearrange the team groupings for the competition manually or by pressing ◉ to shuffle them randomly.

NEW LEAGUE

Press ←/→ to select Custom League or Timewarp Club League. A Custom League allows you to set up the number of teams and the number of times they play each other. A Timewarp Club League allows you to choose one of the best teams to ever play soccer and compete for the championship against the 20 best teams of all time. You can also play in a Superteam League (available in Exhibition mode as well), which includes teams made up of the best players from around the world. To play in a Superteam League, you must earn enough tokens through your gameplay to purchase a Superteam or All-Star team from the Club Shop. From each continent, Superteams are made up of a team's greatest players throughout its history. See Club Shop on page 24 for more information.

CUP AND LEAGUE HOMEPAGE

After each competition game your team's news page will be displayed showing important up-to-date team information including player injuries, suspensions, and recent financial activity.

• Team Management

Team Management options include those shown under Team Management on page 14. Additionally, during a competition, you can edit a player's shirt number.

• Schedules

The Schedule screen shows the team's schedule for the Cup or League.

Although simulation is available, if you simulate a large number of matches the simulation will stop before your Cup game. You can then choose whether to play the match or re-simulate the result.

• Standings

Standings show the record and point totals of each team.

• Performance Stats

Performance Stats show the performance of your players, team, and manager. It will also show the awards given to players at the end of competition.

• Options

See Options on page 22 for more information on game options.

• Save Cup or League

Use the Save option to save your Cup or League game data and progress if you are not using the AutoSave feature. See AutoSave on page 5 for more information.

• Quit Cup or League

Quit the current competition. Any unsaved data will be lost upon quitting a competition.

NEW SEASON

There are 23 National Seasons that you can choose from. As you progress through each Season, you can qualify for Continental and Global Club competitions. From the New Season screen, you can customize your Season format including the use of the Transfer Market. The Transfer Market only applies in New Season mode and is used to buy and sell players to improve your team.

[redacted] COMPETITIONS

• New Season Homepage

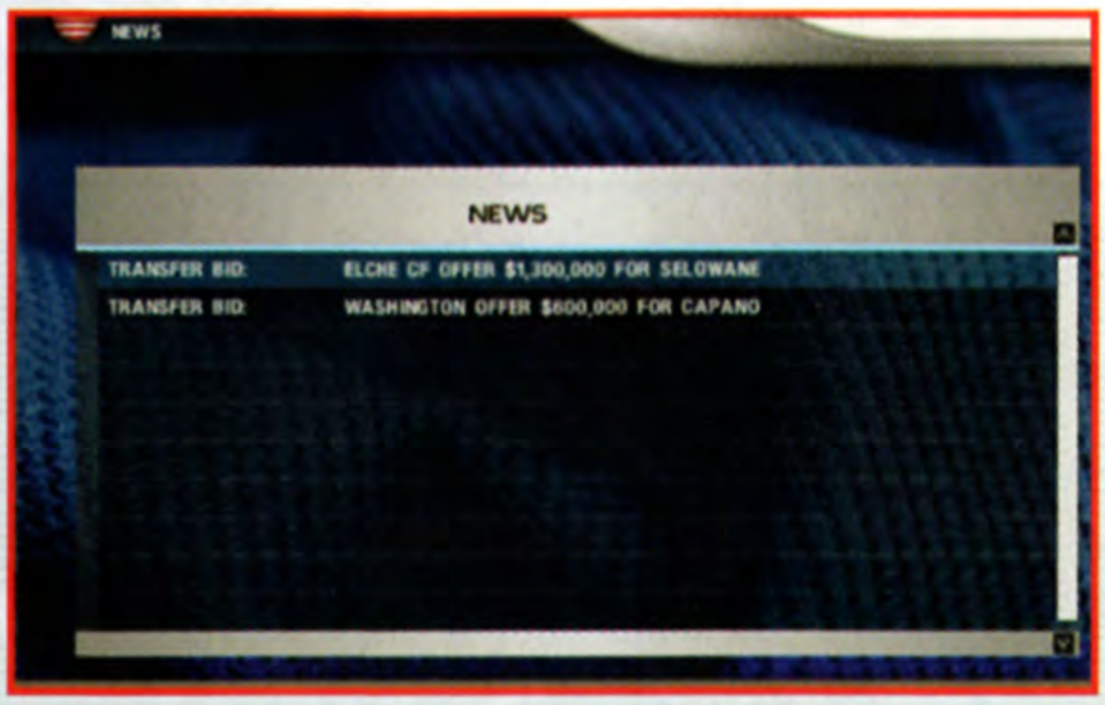
After each game, a news page will inform you of your team status including player injuries and suspensions, recent financial activity, and alerts for Transfer Market business.

• Transfer Market

The Transfer Market is where you manage your team roster by making bids to buy players and accepting or rejecting bids to sell them.

News

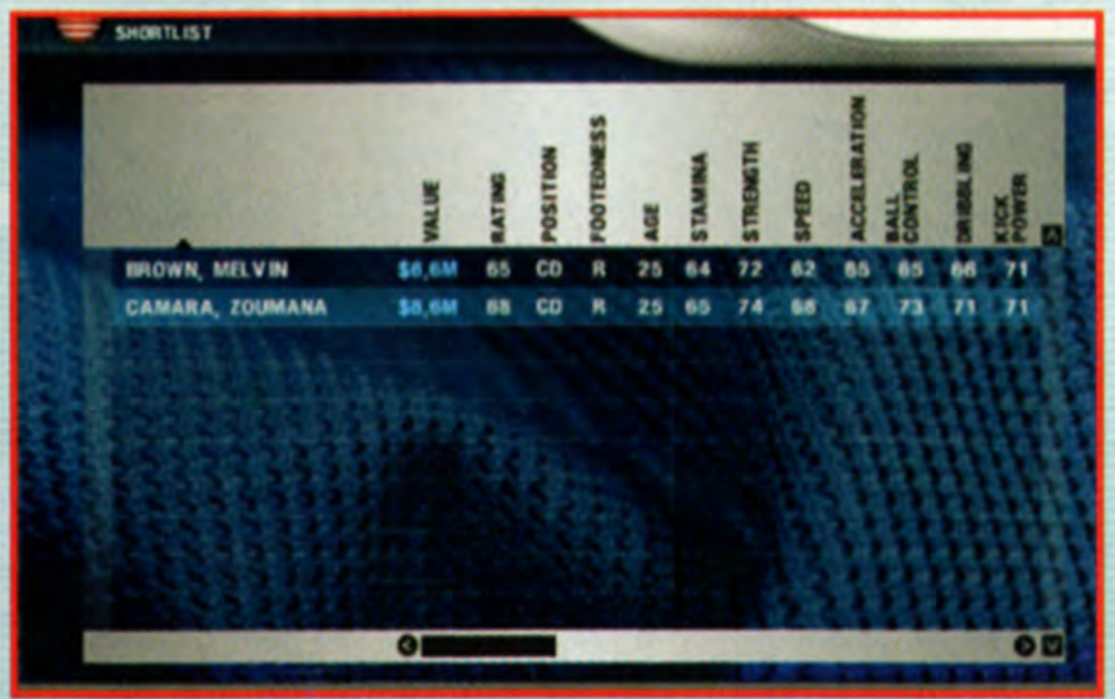
If you receive a bid for a player, you will be alerted to it after a game from the News page. Bids must be dealt with before playing the next match. If you accept a bid for your player, he will be removed from your roster and his salary will be added to your team account. When you purchase players from other teams, they will be added to your roster and money will be drawn from your account. You can only sell players when you receive bids for them.



Making Player Bids

Narrow your search for a player to meet the specific needs of your team. By customizing your search options, you can find players by position, value, age, transfer status, country of origin, and more. The results of your search will depend on the criteria you enter.

When you cannot afford a player or are not sure if you should sign him, you can add him to the shortlist where you will be updated with any activity related to that player. If other clubs show interest in a player on the shortlist, you will know about it and have the opportunity to outbid any club. You can add up to ten players to the shortlist.



Selling Players

To sell players, use the Set Squad Status option to set their transfer status. "Available" indicates that you are willing to take bids, but not trying to sell the player – teams will know they must make a good bid to get him. "Unavailable" indicates that you are not taking bids for the player. "Transfer Listed" indicates that you want to sell the player and will consider any bid.

NOTE: Player values will be listed to help you make good transfer decisions. An older player's value may be a direct result of his age. Increased by his experience and stats but decreased by low fitness and stamina levels, an older player's value may not attract buyers. Older players will however eventually retire and be replaced on the squad by a youth player from your team.

Transfers In/Out

Transfers In/Out will show your transfer activity for the Season.

Finances

From the Finances screen, you can view your team's financial breakdown for the year and current week. You can also view your available funds used to purchase players, fields, teams, and more.

CAREER MODE

Career Mode is a one-season format in which you start with a school team. The goal is to get promoted into the Semi-Professional League. Once you reach the Semi-Professional League, you have two chances to win that league and get promoted to the lowest division of any Professional League. If you succeed in the Professional League, you will earn money to purchase players in the Transfer Market. Before you start, you can edit your team by changing the team, manager, flag, kit, and player options.

CHALLENGE MODE

Challenge mode is a one-match format with a fantasy league-style of play where you receive points based on your performance. Successful tackles, good passes, and scoring goals will add to your score. Poor play that includes missed tackles and bad passes will decrease your point total. At the end of the match you will receive a score and a password to enter on the World Tour Soccer 2006 website at www.989sports.com where you could win great prizes.

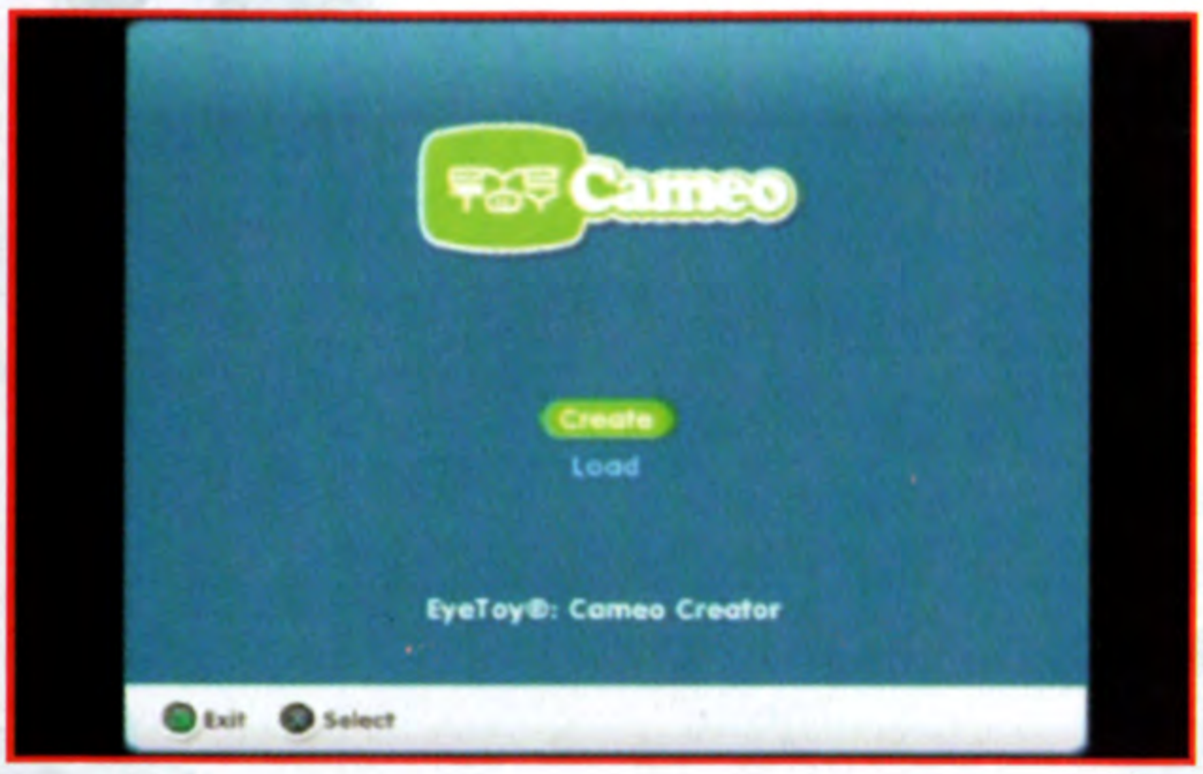
NOTE: See site for Official Rules.

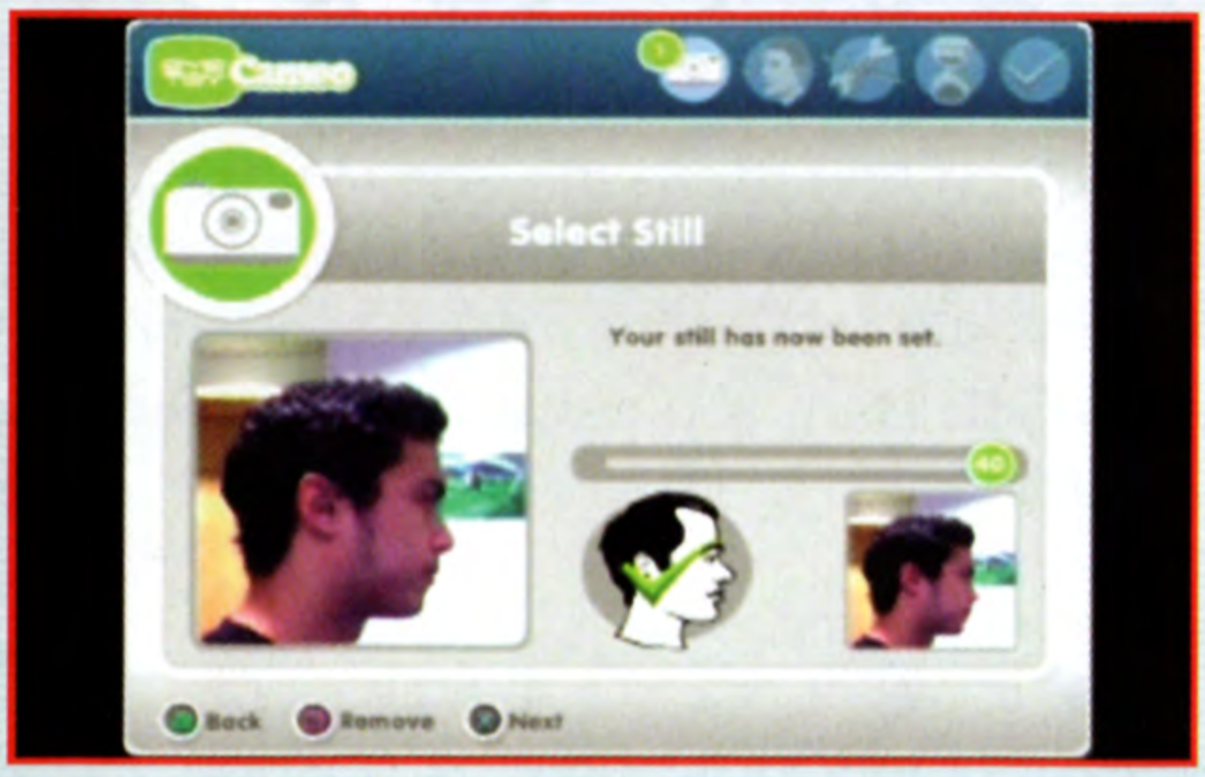
OPTIONS

From the Options Menu, you can change the audio and video options of the match. You can also turn the EyeToy™ CAMEO and AutoSave features ON/OFF, and access your Memory Card (8MB)(for PlayStation®2) to create or load a save file if you had not done so already when you started the game. If you make changes to any of the display options and the AutoSave feature is OFF, be sure to select "SAVE CHANGES" to save your game data.

EYETOY™ CAMEO

The EyeToy™ CAMEO feature allows you to take your picture using an EyeToy™ USB Camera. Use your picture and those of your friends to edit players. See EyeToy™ USB Camera on page 4 for more information.





CUSTOM TEAMS

Custom teams can be saved to a Memory Card (8MB)(for PlayStation®2) and loaded into any game mode.

CUSTOM TEAMS HOMEPAGE

From the Custom Team Homepage you can edit multiple aspects of your team such as the manager name and appearance, team name, team management, team flag, team kit, and players.

• *Edit Manager Name/Edit Team Name*

Create a new team name and change the name of your manager using the on-screen keyboard display.

• *Edit Team Management*

Edit your new team's lineup, formations, default strategy, and player roles. See Team Management on page 14 for more information.

• *Edit Team Flag/Edit Team Kit*

The flag and kits (uniforms) of your team can be edited using a layering process. Each can be given several layers of design and color. Select a design for each layer, 1 through 7, to build up the design and colors. Layer 0 applies only to the base color and cannot be applied a design.

• *Edit Player*

Edit your players or add players to your squad from other teams. To add or replace a player, select a slot labeled "EMPTY" and press ◉. From the Replace Player screen you can choose a team and then select a player to add.

[redacted] RECORDS

USER RECORD NAMES

To edit user records, press ⬅/➡ to select a default record name then press ⊗ to use the on-screen keyboard to create a new user name.

MANAGER PERFORMANCE

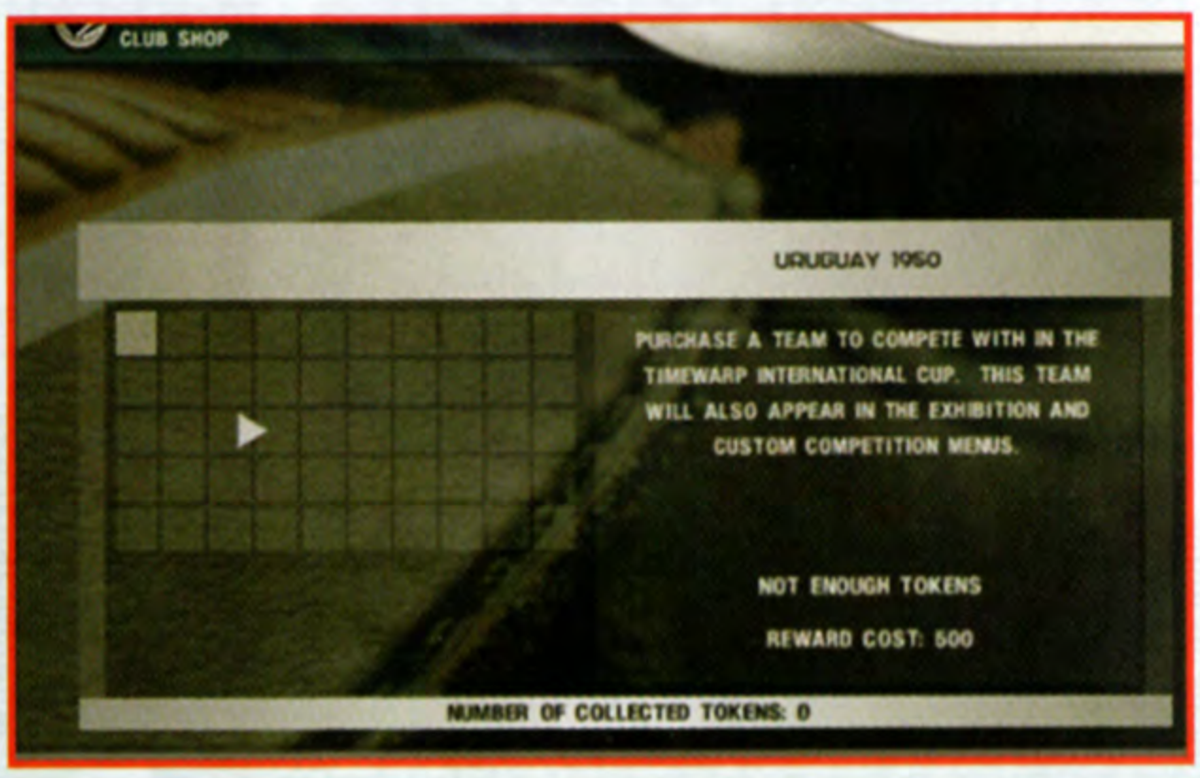
For each user record name, you can view the team stats compiled for every game played, reviewing your ability to operate a team and act as the manager.

TROPHY CABINET

The Trophy Cabinet screen displays the trophies won during all competitions by every user record name.

CLUB SHOP

With each win from competition matches, you earn tokens for purchasing game rewards such as special sound effects, playing fields, Superteams, and transfer money boosts from the Club Shop. Some rewards require that you enable them before they can be used in a game. Once purchased, press ⊗ to enable your reward. You can disable a reward by pressing ⊗ again. Note that only one set of sound effects can be enabled at one time.



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Black Grass 'Nice Up'
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Black Grass 'Self Assessment' featuring Rasheed aka maylay sparks
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Elijah & Lulu's 52st bodega (ascap) courtesy of stateside recordings (ascap)

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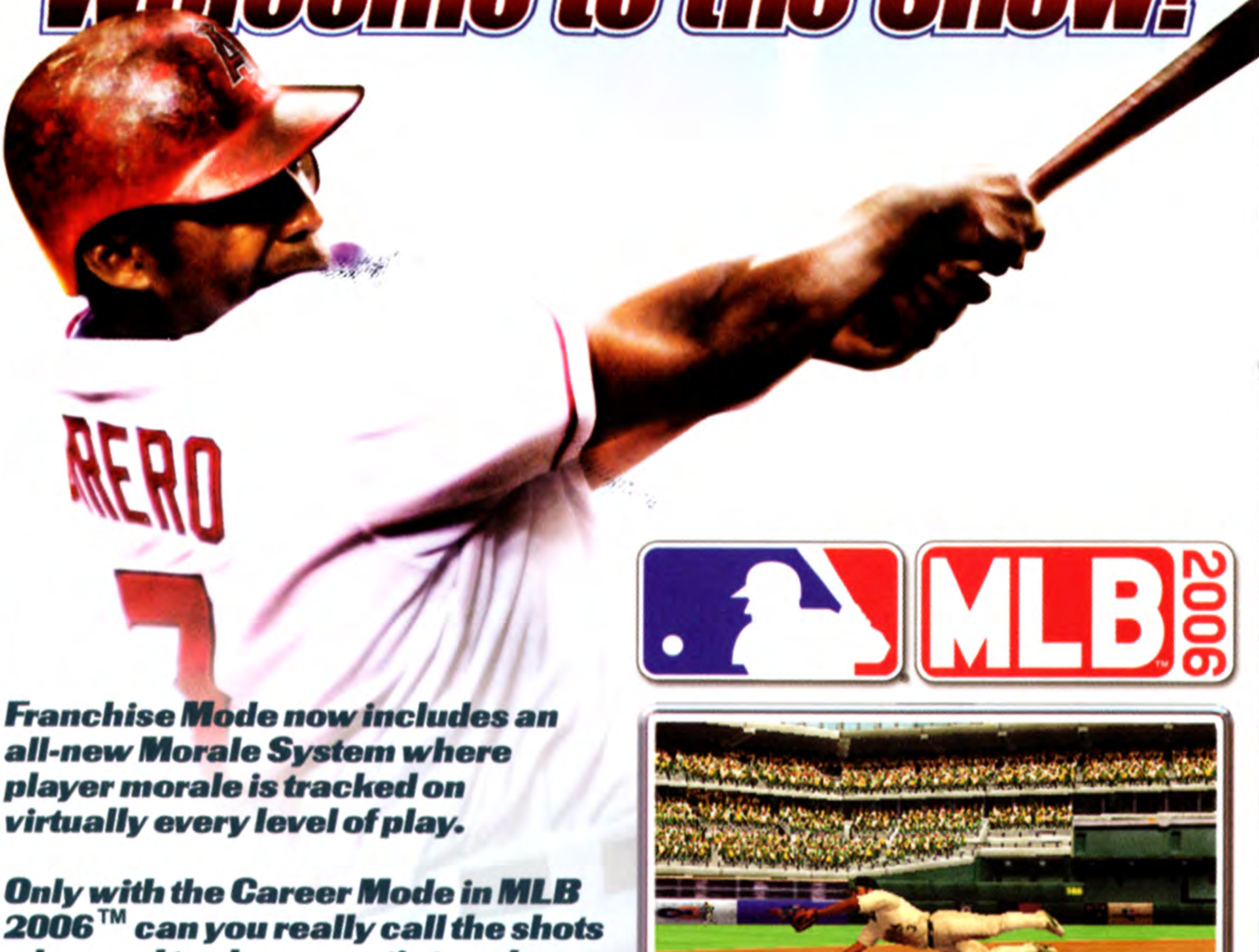

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